Myth ADVENTURES!

WARP GRAPHICS 8

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SUDDEN DEATH

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WARP WORDS

NOTES FROM THE PUBLISHER

I'd like to say I don't understand what's going on here, but I understand it too well.

I recently received a letter from a fan. It seems that, at some convention, Wendy and/or I had been snappish to a friend of his after the friend asked the same "inane" (fan's word, not ours) question we'd already answered umpteen times. This fan allowed that, at the end of a long day, we *might* be a little tired and burnt-out. The fan even admitted that he had no knowledge of what *actually* had happened. Having said that, he then went on to chastise us for acting so badly and admonished us not to do it again.

Another letter arrived from a different fan, commenting on statements, plans, hopes that we've expressed regarding the Elfquest animated film and related projects. It's true we're moving ahead on several paths at once; one of these may result in quality (because we will retain creative control) Saturday morning animation. This fan suggested with a superior air and no qualifications to make such a judgment, that we do not know what we are doing and that we are foolish even to try.

Harlan Ellison wrote an essay entitled "You Don't Know Me, I Don't Know You" (*Fantasy and Science Fiction*, July 1977, reprinted 1984 in *Sleepless Nights in the Procrustean Bed*). It expresses my feelings right now better than I can. Find it. Read it. *Understand* it. And then, when you've done that, maybe the next time one of us hits his *human* limit, you won't be shocked — you won't say, "Aha! They screwed up!" Don't try to count coup on us, to score the point — because even if you win, you lose.

(And by the way, just so the question doesn't come up any more than "inanely" necessary, because of her involvement with the Elfquest animation, Wendy is taking a break — possibly a long one — from conventions. She is fine. Her health is fine, her recovery from surgery is fine, we're happy, business is good, everything's roses. Or at least daisies.)

See you in 60.

Richard

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Myth ADVENTURES!

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WELL! I THINK WE'RE ALL AGREED YOU'RE NOT FOOLING ANYONE. SO WHY DON'T YOU DROP THE *FRUMPLE* DISGUISE?

VERY WELL.

AND NOW IT'S TIME, TO SAY GOODBYE...

HERE GOES NOTHING...

TA-DA!

AAHZ! I SHOULD'VE KNOWN IT WAS YOU!

YOU TWO KNOW EACH OTHER?

KNOW EACH OTHER?! I SHOULD SAY SO! WHY, HE'S ONE OF THE SCALAWAGS WHO STOPPED ME LAST TIME!

WELL, NOW IT'S OUR TURN, RIGHT?

WRONG. HAVE A SEAT.

SMAT!

PUNT!

SORRY, OLD MAN, BUT WE CAN'T ACCEPT CHAIRITY SITTING DOWN!

YOU'LL EXCUSE ME IF I FAIL TO GET THE *POINT.*

SEEMS YOU'RE HAVING TROUBLE FINDING DECENT ALLIES, *ISSTVAN.*

WHY, WHATEVER DO YOU MEAN, *AAHZ?*

IMPS?! C'MON, GET SERIOUS.

:sigh: ONE DOES WHAT ONE *CAN*, OF COURSE. INFLATION, YOU KNOW.

WHAM!!

MMM. MIND IF I HAVE SOME OF THAT WINE?

NOT AT ALL. HELP YOURSELF.

OH, YOU DON'T *KNOW* HOW GLAD I AM TO SEE YOU, *AAHZ!*

I THOUGHT I'D HAVE TO CONQUER *PERV* BEFORE I GOT MY REVENGE, AND HERE YOU JUST WALK IN! NOW DON'T YOU *DARE* POP OFF BEFORE WE'VE EVENED THE SCORE.

I *TOLD* YOU, HE'S LOST HIS POWERS!

WINE, *HIGGINS?*

AAHZ, WHO *IS* THAT FELLOW LEVELING THE PLACE?

WHY, HE'S...

CRASH

COMING, BROCKHURST!

GOOD LORD, WHAT *IS* THIS STUFF?

CHATEAUX MADDOG '37. AS YOU WERE SAYING...?

OH. DON'T YOU REMEMBER? *YOU* SENT HIM TO ME.

WHY YES! SO I DID.

WAITAMINUTE! YOU'RE TALKING ABOUT *GARKIN'S APPRENTICE! HE'S* THE ONE THAT'S BEEN DOING THE *PERVECT'S* MAGIK FOR HIM.

GARKIN'S APPRENTICE? GARKIN'S APPRENTICE?! FRUMPLE, YOU DIDN'T TELL ME HE'D BEEN GARKIN'S APPRENTICE.

OH. I DIDN'T THINK IT WAS IMPORTANT.

AH. WELL, YOU WERE WRONG.

PFF

THIS COULD BE MORE FUN THAN I THOUGHT.

I GUESS IT WAS SILLY TO THINK WE COULD FOOL YOU FOR LONG.

BONK! BONK! BONK! BONK! BONK! BONK! BONK! BONK! BONK! BONK!

OKAY, SKEEVE. YOU CAN DROP THE DISGUISE.

WHAT ARE YOU TALKING ABOUT?

YOU WON'T CARE IN ANOTHER MINUTE.

THROCKWODDLE! YOU?!!

YAAAAH!

BYE!

HOLD IT! HOW CAN A KID LIKE THAT PUT UP SUCH A FIGHT? THERE'S SOMETHING NOT KOSHER...

LET'S TAKE A LOOK.

LET'S NOT!

FRAMITZ!

PLUNK!

THERE WE ARE...

NOW, NOW, **FRUMPLE**, REMEMBER YOUR TABLE MANNERS! YOU CAN GET YOUR TOY BACK WHEN YOU FINISH YOUR WINE!

SMAK!

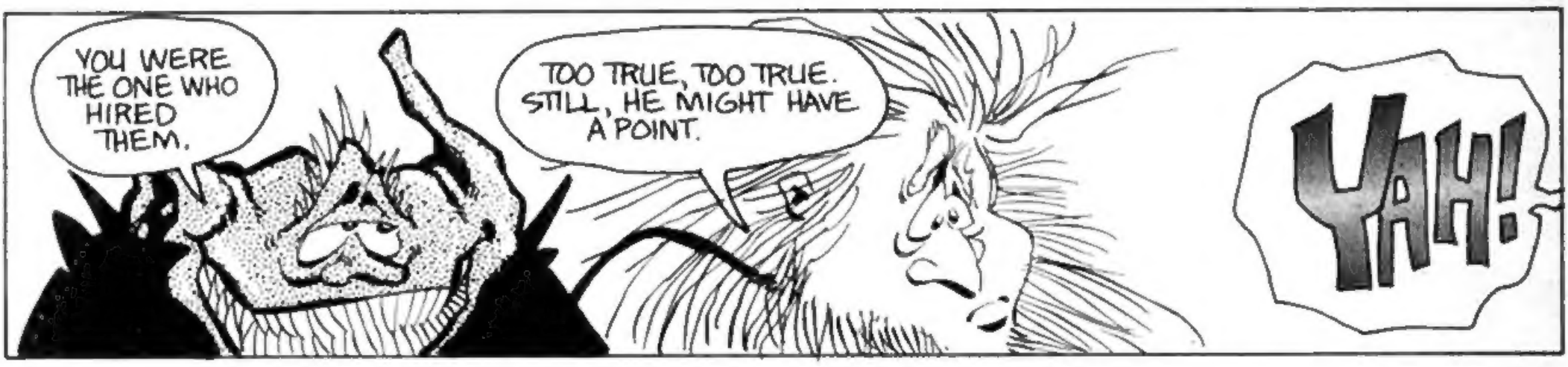
YEEK!

SQUIRP!

SLURP!

SOME WINE, ISSTVAN?
NO, NO I HAVEN'T FINISHED THIS YET. WELL, WHOEVER HE IS, HE FIGHTS VERY WELL!
WHAT DO YOU THINK THIS IS?!! ENTERTAINMENT? DO SOMETHING!

YOU SILLY TWIT, WHY SHOULD I DO SOMETHING? THAT'S WHAT I HIRED YOU FOR. I SWEAR, THESE IMPS!
SMASH
Tink


YOU WERE THE ONE WHO HIRED THEM.
TOO TRUE, TOO TRUE. STILL, HE MIGHT HAVE A POINT.
YAH!

AHEM!
GENTS, THIS IS ALL VERY AMUSING BUT...

?!

WELL, WILL YOU LOOK AT THAT!

AN ASSASSIN'S DART! NOW WHO WOULD BE NAUGHTY ENOUGH TO TRY AND POISON ME FROM BEHIND?

BROCKHURST?

HUH?

NO! I—WAIT, ISSTVAN! I DIDN'T—

ARGH! AK AK AKG!

UH, **ISSTVAN**... NORMALLY I WOULDN'T INTERFERE, BUT, UH... DON'T YOU THINK YOU SHOULD HEAR WHAT HE HAS TO SAY?

SCRITCH SCRITCH—

BUT... BUT I'M NOT **OOING** ANYTHING!

YOU **AREN'T**? WELL, THEN DO **SOMETHING**— HE'S **DVING!**

SNAP

OH, THIS IS **SO** CONFUSING. YES, I SUPPOSE YOU'RE RIGHT.

DAMN!

VOW!

HAVE SOME WINE, OLD BOY.

AAHZ, YOU HAVEN'T BEEN **HONEST** WITH ME...

EVEN **YOU** COULDN'T HAVE CAUSED ALL THIS HAVOC WITHOUT HELP. NOW WHERE...? **AHA!**

YACK!

SKEEVE! DISGUISE ME! ANYTHING!

WELL, WELL! ANOTHER HIGGINS!

NOW, LET'S SEE...

DID I MISS ANYBODY?

YIPE!

A DRAGON?! OH, THIS IS REALLY TOO MUCH! I WANT TO SEE WHO I'M DEALING WITH.

ENOUGH WITH THE COCKAMAMIE DISGUISES!

TANANDA! WELL! THIS IS A REUNION, ISN'T IT?

BARK AT THE MOON, ISSTVAN!

AND YOU... YOU MUST BE GARKIN'S APPRENTICE.

UH... YESSIR.

WELL, BOY, I'VE GOT PLANS FOR YOU. DID THEY TELL YOU WHAT I DID TO GARKIN? SURE THEY DID!

DID THEY TELL YOU HOW I SCREWED UP? OOOH, DID I FEEL STUPID ABOUT THAT!

PROBABLY AS STUPID AS AAHZ FEELS SINCE I HAVEN'T DRUNK ANY OF THAT DRUGGED WINE HE'S BEEN TRYING TO FORCE ON ME SINCE HE WALKED IN.

AACK!

DRUGGED WINE? WHAT DRUGGED WINE?

HE DIDN'T TELL YOU? HE DOES LIKE SURPRISES, DOESN'T HE?

OH, AND AAHZ I DID NOTICE THAT YOU MANAGED TO FEED THE STUFF TO THESE IDIOTS. ARE THEY GOING TO DIE?

NO, THE POWDER IN THE WINE JUST TAKES AWAY YOUR POWERS FOR A WHILE.

WHAT?!

TAKES AWAY YOUR MAGIK FOR *HOW LONG?*

ABOUT A HUNDRED YEARS.

YOU *RAT!* I'M *RUINED!!*

NO MAGIK AT *ALL?*

NO, IT CAN'T BE...

POK!

K·K·K·K·K!

BUT OUR MAGIKAL *DEVICES* STILL WORK! NICE SHOT, *HIGGINS.*

NOT REALLY. I WAS AIMING FOR THE *PERVERT.*

THAT WAS IT? THAT WAS YOUR GREAT IDEA?!

NOW, NOW, *AAHZ.* DON'T FEEL BAD. IT WAS A *SPLENDID* IDEA! IT JUST DIDN'T WORK.

I MUST ADMIT YOU THREW ME OFF A BIT WHEN I SAW *YOU* DRINKING IT.

GARKIN USED THIS STUFF TO TAKE AWAY *MY* POWERS IN THE FIRST PLACE. IT CAN'T AFFECT ME ANYMORE.

OH, THAT *GARKIN!* *SUCH* A FUNNY MAN! SUCH A *SHAME* HE'S NOT HERE!

BUT THEN, I'VE GOT **YOU**, HIS APPRENTICE, AND THAT'S EVEN **BETTER.**

YOU SEE, WHEN I HEXED **GARKIN** I MADE A **BIG** MISTAKE.

SINCE THEN, I FIGURED WHAT I DID WRONG. SIMPLE, REALLY.

SO THIS TIME, WHEN I HEX **YOU**, I'LL DO IT **RIGHT!**

ISSTVAN, NO! YOU **CAN'T!**

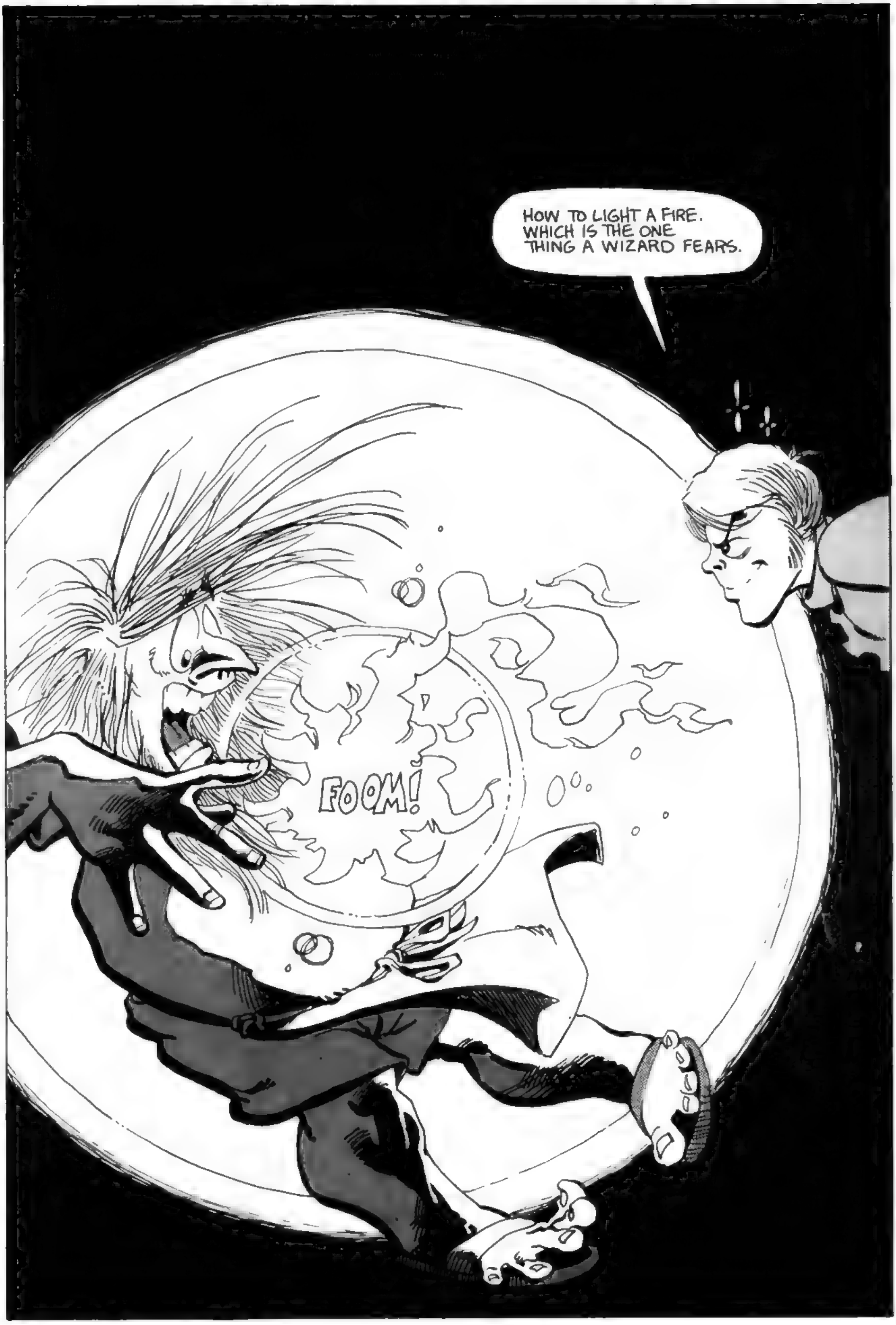
SILENCE, **PERVERT!** TELL ME, DOES THAT **FRIGHTEN** YOU, BOY?

N-N-NOSSIR. I LEARNED THAT A W-W-WIZARD FEARS ONLY ONE THING.

SOME WISDOM FROM THE MASTER'S FEET! A FOOTNOTE, PERHAPS?

NOSSIR. **THAT** WAS FROM **AAHZ.** **GARKIN** TAUGHT ME SOMETHING ELSE.

AND WHAT WAS THAT?


HOW TO LIGHT A FIRE. WHICH IS THE ONE THING A WIZARD FEARS.
FOOM!

WATERWATERWATER!!

GIVE ME WATER NOWNOWNOW!!

HERE YA GO, SPORT.

THANK YOU! AAAAAHHH!

WHEW! THANK YOU FOR THE...

..WAIT A MINUTE, THIS ISN'T WATER, IT'S...

BONK!

...DRUGGED WINE.

OH, NO.

PAW!

I'VE WANTED TO DO THAT FOR EIGHTY YEARS.

SKEEVE! YOU DID IT!

UH... MR. ISSTVAN?

uhcccc..

WELL... NOW THAT YOU'VE GOTTEN THAT OUT OF YOUR SYSTEM ...

MAYBE *HE* DID. BUT I DIDN'T.

OH, DO YOU WANT TO HIT ME, TOO?

NOT QUITE...

SNAP

BUT IT'LL DO.

CHUMF!

SLURRRR...

DO FOR WHAT?

THUP!

VOP VOP VOP VOP VOP VOP VOP VOP VOP

FOR THIS!!!

WHOO! NOW *THIS* JUST MIGHT...

K-BAMBLAMAM BAMBABLAM!!

AT LAST.

THUP
SLIK
THUP
DUP

DLOOP
GLOP
BLOORP
THOOP
GLOOP

SLAPAP
DAPAP
SPLAT

SKLORCH!

DINK
DINK

GLIP
GLIP

GOOP

SPOIT!

DRAT! I THOUGHT *THAT* ONE MIGHT HAVE DONE IT.
=sigh=

ISSTVAN! YOU'RE... YOU'RE...

THIN!

BALD!

YOUNG!

ALIVE, YOU MORONS, THE OPERATIVE WORD IS ALIVE!! ISSTVAN, WHY AREN'T YOU DEAD?!

OH.

I'M UNDER A CURSE. I CAN'T DIE...

BUT... BUT YOU'VE LOST YOUR POWERS.

YOU DON'T UNDERSTAND, BOY. THIS WASN'T **MY** IDEA.

MY IMMORTALITY RESULTS FROM AN OUTSIDE ENCHANTMENT. MY HAVING OR NOT HAVING POWER DOESN'T CHANGE THAT, MORE'S THE PITY.

YOU... YOU **WANT** TO DIE?

OF COURSE!

WHAT DO YOU THINK I NEED ALL THESE DIMENSIONS WORTH OF ENERGY **FOR**? CANCELLING IMMORTALITY — WE'RE TALKING **MAJOR LEAGUE SPELL** HERE.

BUT THAT'S **NOT** WHAT YOU TOLD **GARKIN!**

OH, *THAT*. I WAS TRYING TO GET HIM MAD AT ME, YOU SEE...

WHAT?!

'ORIGINALLY, I'D PLANNED TO FIRE HIM UP AND LET HIM GO. HE'D DRAIN DIMENSIONS AS LONG AS HE COULD — ALL THE TIME LOOKING FOR ME WITH MURDER ON HIS MIND.

'*I'D* BE DRAINING DIMENSIONS AT THE SAME TIME, UNTIL I'D MANAGED TO NEUTRALIZE THE SPELL ON ME.

'FINALLY, I PLANNED TO HUNT UP **GARKIN**

'AND LET HIM KILL ME!'

SIMPLE, YES?

BUT WHEN **GARKIN** WAS DRAINING YOU YOU SAID HE WAS **KILLING** YOU!

IF I'D SAID "HE'S DRAINING MY POWERS", YOU WOULDN'T HAVE STOPPED HIM.

THEN I'D BE IMMORTAL AND POWERLESS, WITH NO CHANCE AT **ALL**!

THEN WHY WERE YOU AFRAID OF THE FIRE?

FIRE IS EXTREMELY PAINFUL...

... AND AFTER THREE THOUSAND YEARS OF FAILED SUICIDE ATTEMPTS I'VE HAD ALL THE PAIN I CARE TO EXPERIENCE, THANK YOU.

BESIDES, MOTHER ALWAYS SAID "NO SMOKING IN THE HOUSE."

AH, WELL. BETTER LUCK NEXT TIME.

COME ALONG, BOYS, TIME TO GO!

I SAY, MY DEAR **NIGGINS**, DO YOU TRULY WISH TO WORK FOR A LUNATIC?

I FEAR WE MUST, MY DEAR **BROCKHURST**, AT LEAST UNTIL HE PAYS OUR BACK WAGES!

GO?!

RELAX, KID, HE'S HARMLESS NOW.

BUT HE'S STILL ALIVE, DAMMIT!

TANDA, I KNOW THAT IT'S HARD FOR AN ASSASSIN TO BELIEVE THIS...

...BUT THAT'S THE WORST THING WE CAN DO TO HIM.

AH, **AAHZ**, OLD MAN, YOU ALWAYS WERE SO BLOODY CLEVER. YOU'LL BE THE DEATH OF ME YET.

NOT IF I CAN HELP IT.

HOLD ON! THAT'S **IT?** I **STILL** SAY WE COULD TAKE SOMEONE OUT FOR YOU BEFORE WE GO.

OH REALLY? LIKE YOU 'TOOK OUT' THE DEMON HUNTER? YOU DON'T THINK THE ADDITION OF A **PERVERT**, AN ASSASSIN, AND A WIZARD JUST MIGHT TIP THE SCALES?

QUIGLEY, ARE YOU OKAY?

MY HEAD HURTS, LAD, AND IF ANYONE TRIES TO EXPLAIN TO ME WHAT'S GOING ON, IT WOULD ONLY HURT MORE.

YOU'RE PROBABLY RIGHT.

ER... AH... WELL...

MY ESTEEMED PARTNER HAS BEEN POLEAXED A FEW TIMES TOO MANY TODAY, BUT HE HAS A POINT. I DONT FEEL COMFORTABLE IN THE SAME DIMENSION WITH THEM — AND WITHOUT OUR POWERS, WE'RE RATHER STUCK.

UMMM. GOOD POINT.

ISSTVAN! BEFORE YOU DO SOMETHING STUPID, I'LL MAKE A DEAL WITH YOU: ***PEACE*** IN EXCHANGE FOR A WAY OUT OF ***KLAH!***

AND HOW DO YOU PROPOSE TO DO THAT?

HOW'S ***THIS***?

A ***D-HOPPER!*** WHY, I HAVEN'T SEEN ONE OF THOSE IN... IN...

WE GET THE IDEA! DEAL?

DEAL. WHERE ***DID*** YOU FIND IT?

WHY, WE GOT IT FROM ***FRUMPLE***. IT'S HOW WE MANAGED TO GET TO ***DEVA*** TO PICK UP THE POWDER IN THE FIRST PLACE.

ANOTHER DETAIL HE FAILED TO MENTION. I ***MUST*** FIND SOME WAY OF THANKING ***FRUMPLE.***

SIMPLE. DROP HIM OFF AT THE BAZAAR.

WHAT AM I, ***BRE'R FOX?***

NOT AT ALL. HE'S BEEN ***BANNED*** FROM DEVA...

OH-HO! SO IF THEY CATCH HIM ***BACK*** ON DEVA ...***AAHZ***, YOU'RE THE ONLY SENTIENT I KNOW WHO CAN BE NASTIER THAN I!

WELL, LET'S NOT LOITER HERE, LADS! THERE ARE LOTS OF ***OTHER*** DIMENSIONS WE CAN LOITER IN.

I STILL SAY...

RELAX, MY DEAR BROCKHURST. ONCE WE'VE AH... REGROUPED AND REARMED, WE CAN ALWAYS DROP IN AND TAKE CARE OF ANY UN-FINISHED BUSINESS.

UM... EXCUSE ME...

AM I TO UNDERSTAND THAT YOU'RE OFF TO A LAND OF DEMONS?

YES, MY BOY?

WELL... YES, I SUPPOSE YOU COULD SAY THAT. WHY?

WELL, I'VE LEARNED ONE THING ABOUT DEMONS LATELY: THAT I DON'T KNOW MUCH AT ALL. AND SINCE EVERYONE SEEMS TO BE SUCH GOOD FRIENDS NOW, I WAS HOPING I MIGHT JOIN YOU?

WHY, SURE! WE'LL TEACH YOU LOTS ABOUT DEMONS, WONT WE BROCKHURST?

MORE THAN HE'LL EVER WANT TO KNOW, I DARESAY.

WONDERFUL! THEN YOU WON'T MIND IF I TAG ALONG.

BUT, TANDA...

DON'T WORRY, AAHZ. I'VE GOT GARMIN OUT OF MY SYSTEM, AND I THINK I CAN UNWIND A BIT.

AND I CAN THINK OF WORSE WAYS TO DO IT.

DON'T WORRY, LADS, I'LL SEE HER TO SAFETY.

OH YES, I FEEL EVER SO SAFE...

URF! ACGK!

AAHZ, SURELY YOU'RE NOT STAYING IN THIS PEST-HOLE OF A DIMENSION! COMING?

MAYBE NEXT TIME, ISSTVAN.

HEY! THE D-HOPPER ... ISSTVAN!

YES, MY BOY?

THE PEOPLE WHO MADE THE D-HOPPER, THE PRIMEWORLDERS, EVERYBODY SAYS THEY'RE SO POWERFUL... WHY DON'T YOU ASK THEM TO HELP YOU?

HAHA HAHA HAHA

WHO DO YOU THINK DID THIS TO ME IN THE FIRST PLACE?

ZOP

GEE, DID YOU SEE HOW THOSE IMPS WERE LOOKING AT US?

HM? OH, YEAH. VINDICTIVE LITTLE SLUGS, AREN'T THEY?

SO WHAT ARE WE GOING TO DO IF THEY COME BACK?

DON'T WORRY ABOUT IT, KID.

DON'T WORRY ABOUT IT?!

BECAUSE THEY'RE NOT **COMING** BACK. AT LEAST NOT SOON.

:? : BUT WHEN THEY GET TO **DEVA**—

THAT'S THE JOKE, KID. THEY'RE NOT **GOING** TO **DEVA**.

LAST NIGHT I TOOK ONE LITTLE PRECAUTION.

I CHANGED THE MARKINGS ON THE DIALS.

AAHZ!!

'THEY COULD BE **ANYWHERE** BY NOW.'

'BUT **TANDA** AND **QUIGLEY**—!'

'**TANDA** CAN DIMENSION TRAVEL BY HERSELF...

NOT ONLY ARE THERE NO DEMONS, BUT I DON'T SEE ANYONE ELSE ON THIS ISLAND AT **ALL!**

DO TELL.

'...THEY'LL BE **FINE.**'

WELL THEN, NOW WHAT?

WHAT DO YOU MEAN?

I MEAN THAT WE'VE DONE NOTHING BUT GEAR UP TO FIGHT **ISSTVAN.** NOW IT'S OVER... WE EVEN **WON!**

NOW WHAT DO WE DO?

WHAT **YOU** DO, **APPRENTICE**, IS DEVOTE YOUR TIME TO STUDYING MAGIK AND WHAT **I** DO IS TEACH YOU!

WE'VE GOT A DECENT PLACE HERE, LOTS OF **FORCE LINES** TO PLAY WITH, AND A WELL-STOCKED WINE CELLAR, IF I KNOW **ISSTVAN.** THIS'LL MAKE A **FINE** BASE OF OPERATIONS.

BUT **AAHZ**, WHY **DID** YOU STAY IN **KLAH**? YOU'RE STRANDED HERE.

WHY? WHY? BECAUSE WE MADE A **DEAL!**

YOU HELP ME AGAINST **ISSTVAN**, I TEACH YOU MAGIK. YOU DID YOUR PART, SO I'LL DO MINE, EVEN IF IT **KILLS** YOU—

—OR ME, WHICH IS MORE LIKELY.

...BESIDES... I LIKE YOU.

I SAID 'HAVE A BREW!' I WILL ALLOW YOU ONE NIGHT OF CELEBRATION, AND THEN, BRIGHT AND EARLY TOMORROW MORNING, WE START TEACHING YOU REAL MAGIK!

YES, MASTER **AAHZ**.

WHAT WAS THAT?

AND KID, DON'T WORRY ABOUT IT BEING BORING. WE WON'T HAVE TO GO LOOKING FOR ADVENTURE...

...WHEN YOU'RE A MAGICIAN, IT USUALLY COMES LOOKING FOR **YOU**.

WELCOME TO THE BIZ.

END!

Myth PRINTS

Aha — Tananda is just what this mag needs. A lovely woman in a skimpy costume. An assassin. A magician. Violent. Hot-tempered. Well-armed . . . not to mention . . . (No, I won't say it. Not me.) Green hair. I think I'm in love (or is it fear?). But when will you answer the big question: Does Tananda like bananas? Or bandanas? Or pandas?

Actually, Tananda is a fine addition to our little group. First, she restores a note of seriousness to the proceedings. With all the humorous goings-on, it's sometimes hard to keep in mind the original purpose of our heroes' journeys. Second, Tananda's 75-year search has an epic quality to it that is well-suited to the fantastic world(s) that we are seeing here. Also, her rather, um, changeable nature should add a further element of the unexpected to the stories.

And Richard, while I certainly understand your consternation at being left out of Overstreet's *Price Guide*, are you sure you want to be included? Do you really want to force up the prices of back issues, thus helping to deny them to your fervent fans? And knowing Overstreet's methods, the "orgy scenes" in some issues of *Elfquest* could send the price through the roof! Besides, who wants to be a member of a club that everyone else is in?

T.M. Maple
Weston, Ontario

Me. It's not a matter of wanting to drive back issue prices up — comics retailers are already doing that (supply and demand, you know?). The Guide also serves an informational function, almost as an encyclopedia of comics, and I feel WaRP ought to be represented.

I'm not comfortable with the directions you're taking with the characters. I think that it was mentioned in one issue that Mr. Asprin was collaborating on the comic. If this is so, then he must have approved the changes in the characters' personalities. Maybe he thinks he didn't include enough serious material in his novels and is trying to make up for the mistake. Well, Mr. Asprin, you didn't make a mistake. Those books made me laugh and that's why I bought the comic. A decent chunk of issue 6 wasn't funny. Tanda's charm is in her light and sexy manner. She was sexy in the right spots in this issue, but what was shown of the light part of her was incompatible with what else was shown. Tanda is a fun sort and doesn't take too much seriously. I can't picture her having a serious long-term love affair with anybody. Considering how Skeeve and Tanda meet in the comic and how their backgrounds interlock (through Garkin), I can hardly see how they'll have the kind of relationship they have later in the books. If the story wasn't based on the books I'd read, I probably wouldn't be complaining.

David Frazier
Memphis TN

On the other hand . . .

I've been enjoying Phil Foglio's interpretation of Bob Asprin's book. I'm looking forward to stories about Garkin. I've often wondered what happened to this evidently once-powerful wizard that he should be living in a hut and eating roots and berries until Skeeve comes along as his apprentice and starts trapping meat for the pot.

Anthony Gresham
no address

On the other hand . . .

I was really disappointed with ***Mythadventures*** #6. Well, actually I hated it because of the new material you're adding to the plot. First of all, you made Tanda too maudlin. Tanda *wailing*? *Really*! At least Phil draws her much better than in the books. Then there's this stuff about Garkin and that preview of "Garkin's Story." Come *on* now! This is Garkin, not Obi-wan or Gandalf. Sheesh! Next you'll try to pass off Aahz as a trusty, valiant, and selfless Defender of Good from the Mighty Forces of the Eternal Threat of Everlasting Evil.

Mike Fragossi
Skokie IL

Sounds good to me. Seriously, I think there are a couple of points to be made here. First, although Bob Asprin's novels and Phil Foglio's artistic interpretations are quite funny, I'd bet an unrelentingly steady diet of humor would eventually bore you. There can be too many jokes, too many puns, too many sexy women . . . (Wait, what am I saying?!) Second, though deadline crunches do sometimes create communications gaps between the creative people who make ***Mythadventures*** *a reality, both Bob and Phil are commited to making this the best adaptation possible — which means keeping as much of the original material as works and adding new twists to keep things spicy. See you next time!*